

FIG. 1

Resolving Pointing Ambiguities  
in Graphical User Interfaces  
using Implicit Information

FIG. 2

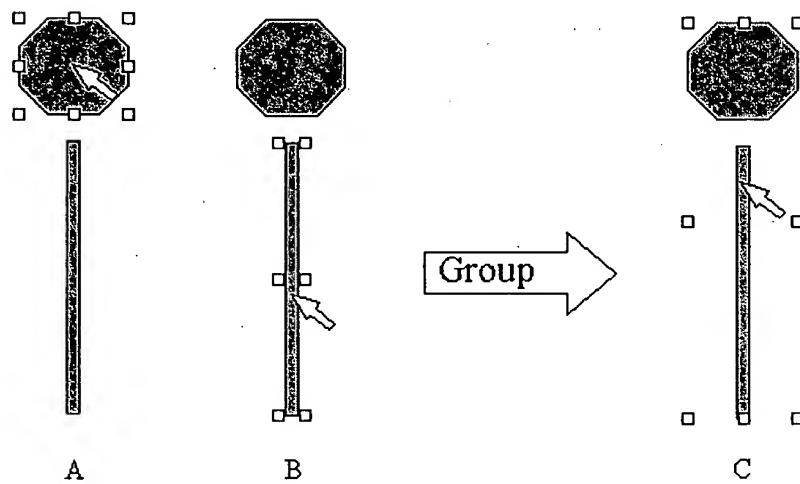
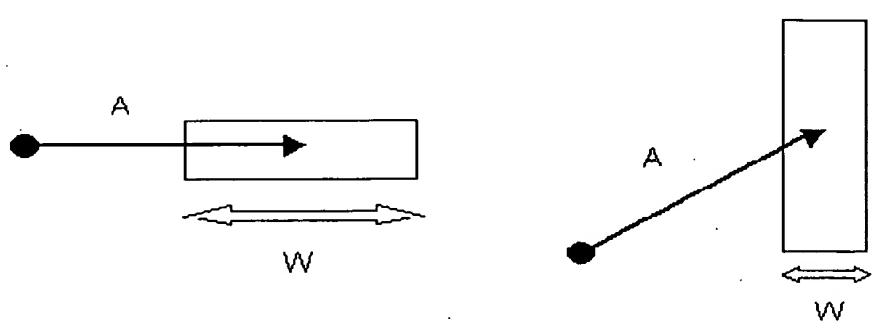
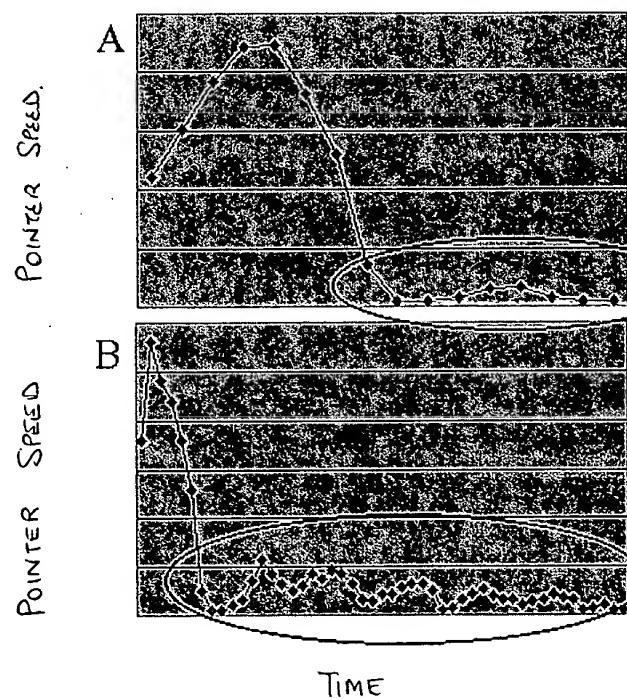


FIG. 3



**FIG. 4**



**FIG. 5**

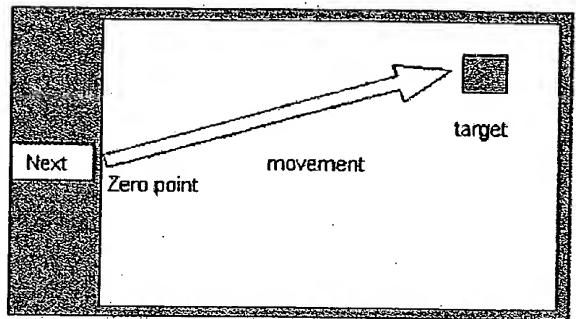


FIG. 6

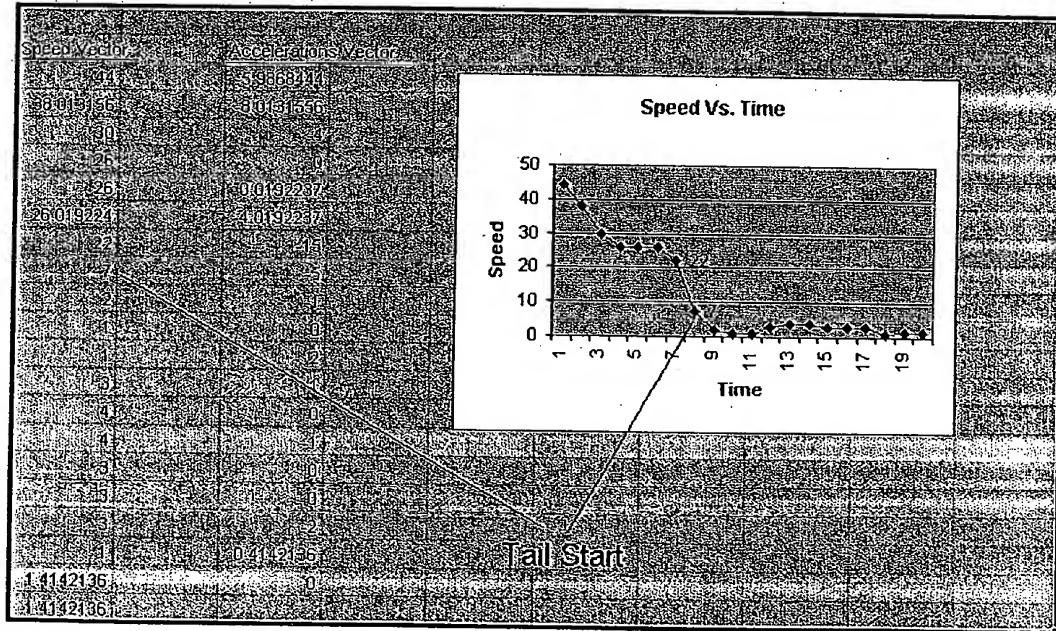
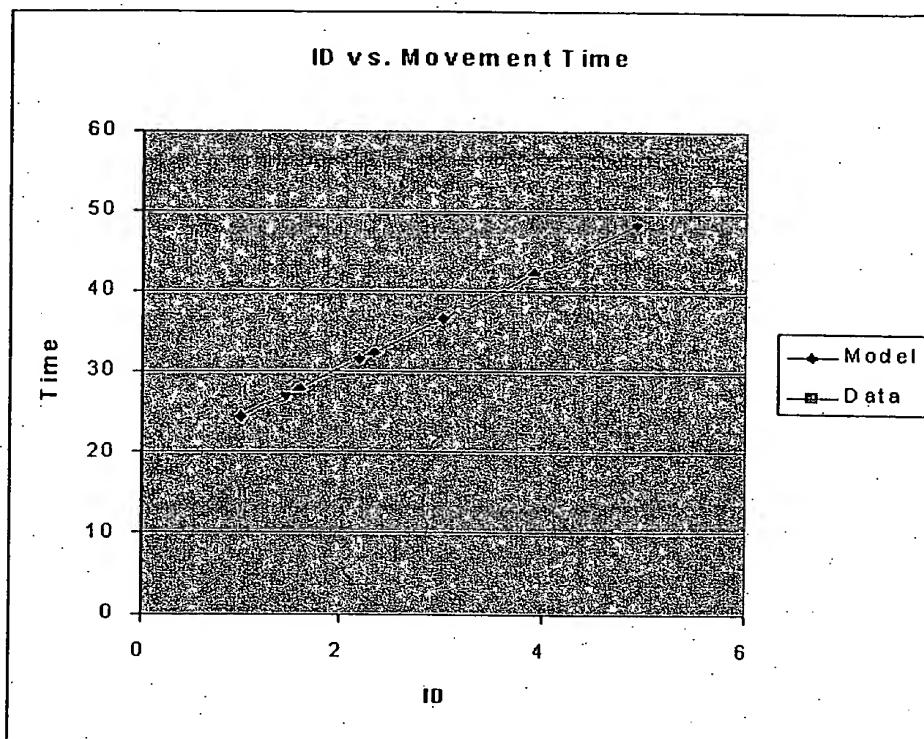
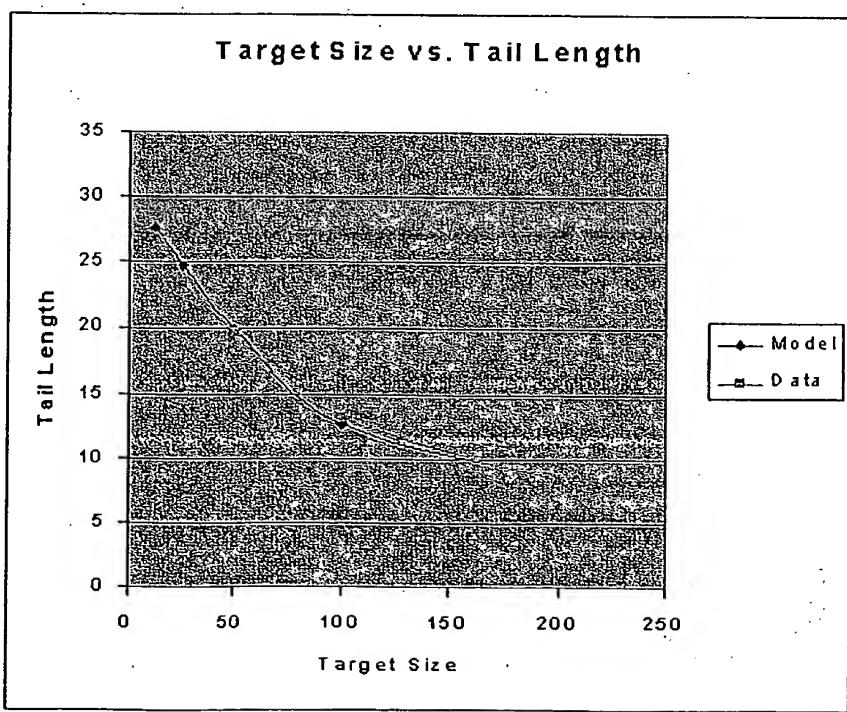


FIG. 7

**FIG. 8**



**FIG. 9**



Fitts' Law Near Vs. Far Targets

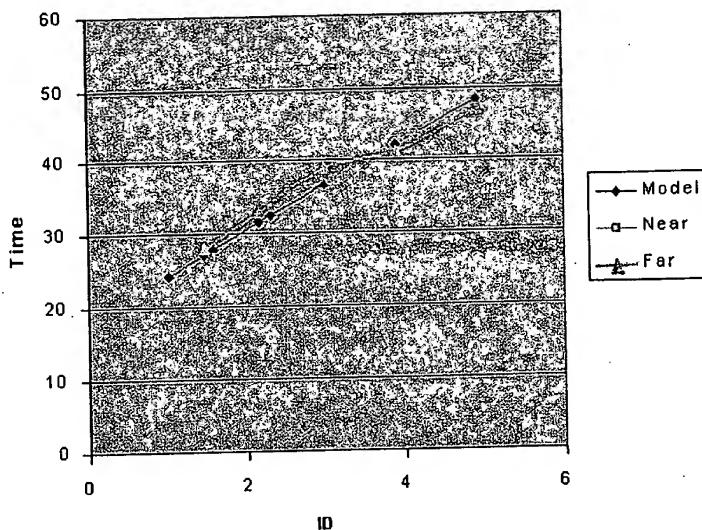


FIG. 10

Tail Length Near Vs. Far Targets

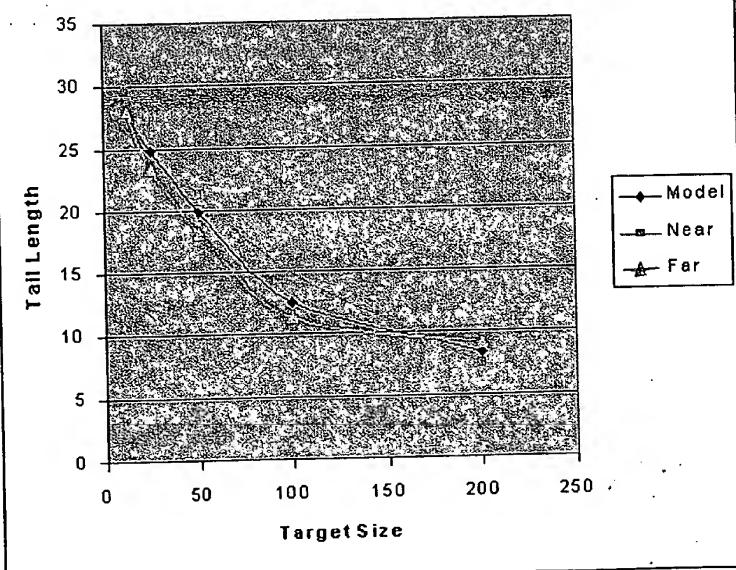
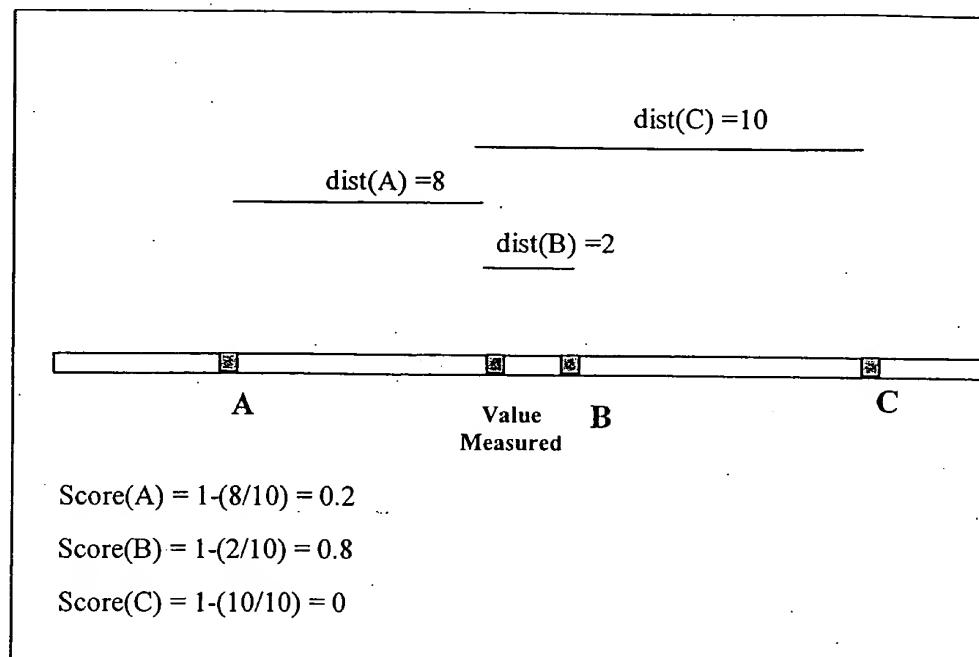
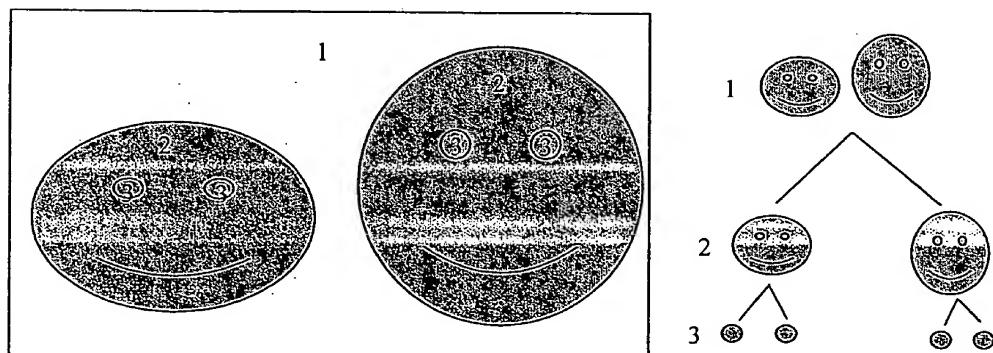


FIG. 11



**FIG. 12**



**FIG. 13**

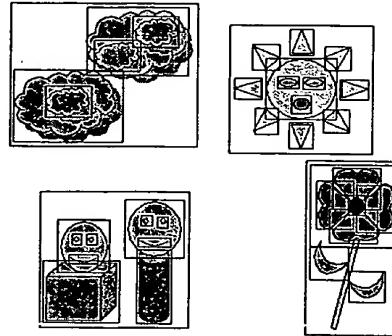


FIG. 14

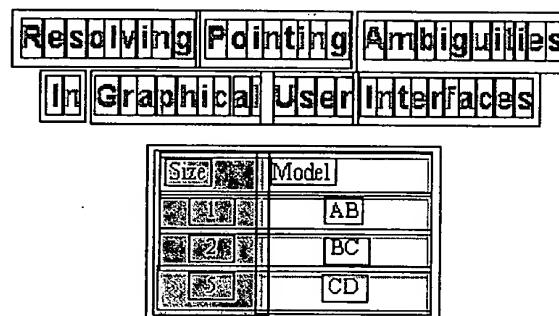


FIG. 15

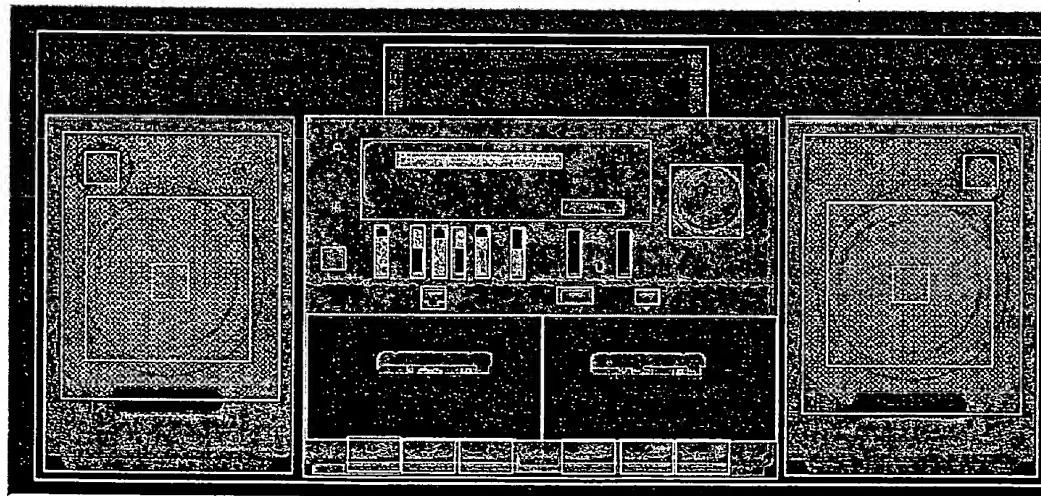


FIG. 16